

# Information Icons in MarushkaDesign



**GEOVAP**

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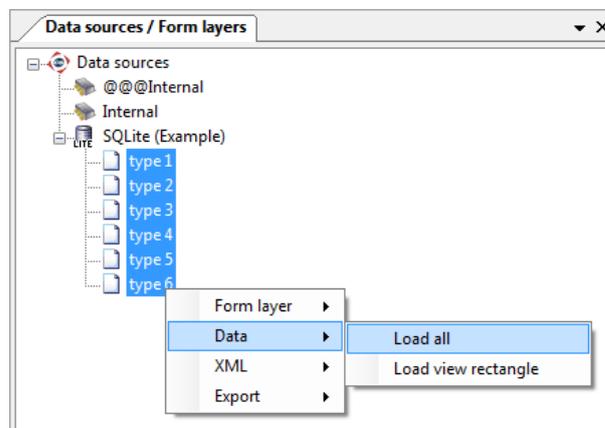
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## 1 Aim of the Example

In this example we will demonstrate work with Information icons, which are linked to specific graphic elements. This example was created in version 4.0.1.0, so it does not have to be compatible with older versions.

## 2 Working with Example

- Unzip the contents of file **Infolcons\_EN.zip** into **C:\MarushkaExamples\** folder. The target folder must be respected due to interconnection of paths with the project. In the case of placing the files in the different folder, it would not be possible to work with an example.
- Open the **Infolcons\_EN.xml** in MarushkaDesign environment.
- Select all the form layers (**type 1 – type 6**), in context menu choose Data – Load all:



- In map window choose „Fit all“:

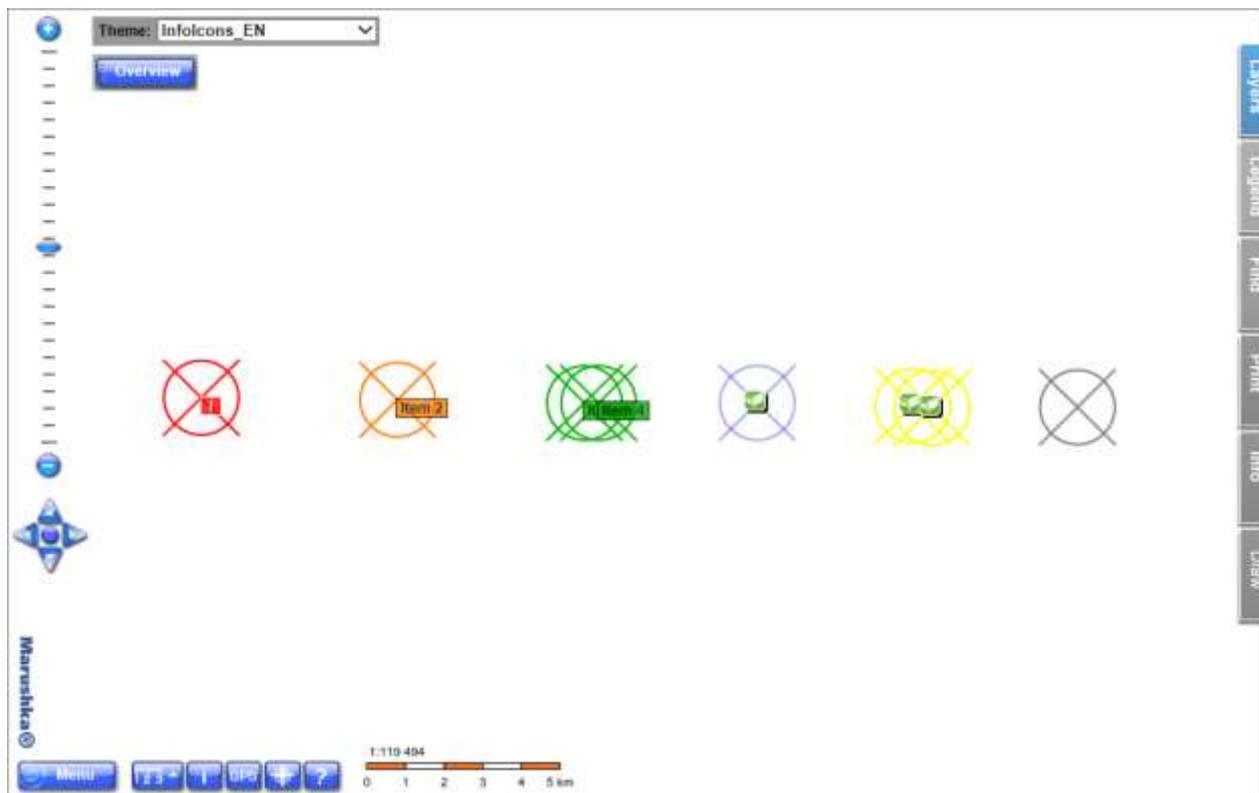


- Launch the local web server:



### 3 Dialog Box Sample

Fig 1: Example of all types of information icons available in Marushka



## 4 A Brief Description of the Example in MarushkaDesign

The test example contains the SQLite database and one publication layer DATATABLE.

In the map layers menu at each layer user have a possibility to enable/disable generating information icons using picture icon .

The test example includes illustration of six kinds of display type of information icons.

The first type is a basic text information icon, it contains text "i" in its label and after hover it displays additional label with the name of physical layer (DB table) source. This icon is in the example rendered in red. The color of icon is taken from color of the element.

The second type of information icon in the example is rendered in orange and it allows displaying in its label instead of "i" any entry from the table, or constant using command `SET_INFO_ICON_TEXT` in form layer item `DBCOLUMNSToClient`. An additional label is set using the command `SET_INFO_ICON_LABEL`.

The third type of information icon in the example is displayed in green and it occurs by collision, or excessive closeness of more than one information icons. These labels are for visual clarity merged into a single icon labeled "i+". It displays additional labels of all the conflicting icons after hover of the cursor, labels are separated by commas. The additional label is again set by the command `SET_INFO_ICON_LABEL`. Aggregation and dividing of icon labels is an essential characteristic of map composition, which helps clarity. You can try it yourself by zooming in/out in the local WEB server environment.

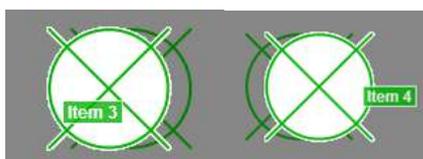
Another type is an information icon which is drawn over the blue element. Information icon is displayed in this case using pseudocolumn `SET_INFO_ICON_IMAGE`; additional label is displayed again using pseudocolumn `SET_INFO_ICON_LABEL`.

The fifth type in the example is displayed above the two yellow conflicting elements and it's actually similar to the third type, but now it is a collision between pictorial icons. If these icons are too close or if they are conflicting, they are merged and replaced with a yellow star, which after hovering displays additional labels of individual elements. Labels are separated by commas. The user can try aggregation and dividing of icons, using zooming in/out.

The last type of information icon in the example is displayed above the gray element using the pseudocolumn `SET_INFO_ICON_COVER`. It does not display any information icon, but it "activates" the entire element surface (complete limiting rectangle of the element), and after hovering it displays an additional label. This type of information icon cannot be merged. However, it can be used on element having a realistic size (with the scale change element increases, resp. decreases its size).

The elements in the map composition can be also selected using the function preselect, which is in the local WEB server environment activated by an icon  in the functional keys menu. The user can select individual elements by the CAD way. In the event of a collision or if they are too close, you can switch between them using the right mouse button.

Fig 1: Sample selection using function PreSelect:



Some projects, such as "Technical map", i.e. projects showing a large number of objects require different approach to presentation of information. In these cases, you cannot generate information icons. The user can select an object, as in CAD programs and click on the element directly into the map, the server will attempt to evaluate the position of the mouse click, select a group of elements and sort it by the distance to the click and gradually offer it (the server is offering highlighted elements), so the user "travels" through the offered set of elements. The client instantly provides a list of queries for highlighted elements

Fig 2: "Click in map, navigate through selected elements and display information", step by step:

